

Luis Angel Espino Cervantes

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Education

University of California, Irvine

June 2022

Bachelor of Science in Computer Science

GPA: 3.18 (Dean's List UC Irvine • 5 quarters)

Course Work: Game Systems and Design • Audio Production (In Videogames) • Advanced Modular Synthesis

Work Experience

Instructor: Juni Learning

April 2022-Present

- Teach Computer Science concepts using python to K-12 students in remote one-on-one sessions.

Audio Engineer: Woodside High School

September 2015-May 2018

- Recorded audio game dialogue in a professional audio studio and edited recordings to export as compact audio shots using Pro Tools. Sound design game effects from scratch for short films and videogames.
- Used audio techniques in video projects such as compression, de-essing, phase control, etc. to enhance audio quality using various plugins.
- Live mixing and setup for school performances using complex mic setups, cues, and mixing board.
- Recorded and mixed foley audio effects for short films.

Office Intern: San Mateo County Health Clinic

June 2018-September 2018

- Front desk attendant responsible for checking-in patients, updating personal information, facilitating their visits, and answering the main phone. Multitask to take care of the waiting room, printer refills, and faxes.

Projects

Vaccine Dash (Videogame) Website

September 2021-December 2021

A single-player adventure horror web game designed and developed by a team of five. The game consists of finding vaccines in a covid-filled dark hospital.

- Integrated physics and logic of the game and updated player controls to enhance player performance.
- Produced visuals and audio effects for the game levels and coded triggers for each audio effect.
- Developed a narrative for the game's story which added relatability to the player.
- Introduced the game and features in a mock product pitch.

Spotify Browser

February 2022

Website that searches Spotify's database in real-time. Each search creates a new custom page based on the retrieved data from Spotify's API.

- Constructed front-end features to display album, track, or artist searches using HTML, CSS, and Angular components to enhance User Interaction.
- Build the back-end API handling for each search request using Express.js and the OAuth protocol.

Image Recognition Software

January 2022-February 2022

AI algorithm that learns the Histogram of Gradient Orientations of an object by using positive and negative picture examples.

- Created software that is able to recognize specific objects in pictures with a 95% success rate.
- Wrote the function algorithm that learns an object's features from a series of sample images.
- Coded, tested, debugged, and finalized the software using Python, Matplotlib, and Numpy libraries.

Chat Room (Client-Server GUI)

November 2020-December 2020

Software that allowed users to send individual or group text messages. The server was able to hold multiple users with different logins and multiple conversations.

- Spearheaded project design and encouraged discussions with two other teammates to switch from a peer-to-peer model to a client-server model, which eliminated a significant blocker to project delivery.
- Coded, tested, debugged, and pushed code to production using C to complete and ship the project.

Languages	Unreal • Unity • Python • HTML • CSS • C • C++ • MySQL • JavaScript • Linux • Git • WebGL • A-frame
Skills	Audio Mixing/Mastering • Foley • Sound Design • Scoring • Project Management • Bilingual (Spanish)